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OFFICIAL MAGAZINE

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RAYDEN &
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MORTAL KONTENTS



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COVER BY MAURICE COMBES
PATRICK BOLD AND RICHARD EARDON



**ELECTRONIC
GAMING
MONTHLY™**

PRESENTS

MORTAL KOMBAT™



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the GOOD



the BAD & the UGLY

Rayden, Kano
and Baraka:
Enemies in the
Outworld,
Allies
at Home

by Mike Stokes

This may be difficult to believe, but evidence has recently been uncovered suggesting that a few of the characters commonly thought to exist only in the Outworld have somehow slipped through the Earth's portal.

At this very moment, Rayden, Kano and Baraka are walking the streets somewhere in the Midwest visiting shopping malls, eating giant burritos and playing video games.

I know it sounds impossible, but they're here, they exist, and I know, because I talked to them. They have finally decided to break their silence, because the more popular they become, the more difficult it is to lead normal lives.

"There are certain malls that I really

can't go to anymore, because there's kids that recognize me," Kano sadly confides as he prepares a plan of attack for the holiday shopping season.

The venerable thunder god, Rayden, was enjoying a quiet moment of meditation at home when he realized that his cover had been blown.

"Somebody called my apartment and wanted to talk to me," Rayden explains, "The kid [said], 'Uhh, are you Rayden?'"

With that, the displeased god fires a lightning bolt at the wall and disappears.

Well, at least that's how it would have happened in the Outworld, but on Earthling-

turf things are a little bit different. First off, on this planet, Rayden, Kano and Baraka do not possess the powers for which they are known. Secondly, all three of the Outworld rivals are great friends away from the deadly tournament.

The reason behind their camaraderie is simple; they've been



"There are certain malls that I really can't go to anymore, because there's kids that recognize me," Kano (Rich Divizio) sadly confides.

friends since they were kids.

In actuality, Rayden is Carlos Pesina and the man who plays both Kano and Baraka is Rich Divizio, and with the success of *Mortal Kombat II*, they have become celebrities.

"I have to have somebody walking with me [through shopping malls], because people [keep] coming up to me," Divizio (who thankfully is recognized as Kano rather than Baraka) laughs, but unlike the characters he plays, he's polite to his fans.

To make the transition from person to pixel, the actors were videotaped as they performed various moves with their sides to the camera in front of a blue screen. The images are then taken and digitized to be used in the game.

As you might suspect, the actors are also skilled in martial arts which makes the game even more authentic and exciting.

"Our style, which is Chinese Kung Fu," Pesina explains, "[is a] pretty flashy, technical style, and it works really well with film or video or any sort of action-oriented motion pictures or video games ... it looks very attractive."

Pesina began practicing at 12 years old, because he saw his older brother doing it. He met Divizio shortly afterward.

"I met [Carlos] and that's how I got started in martial arts," Divizio says, "so we've been friends since we were 13 years old."

Divizio is currently a second degree black-belt in Wu-Shu and a green belt in Seven-Star Preying Mantis, while Pesina is a third degree blackbelt in Wu

Shu and has gone as far as a blue belt in Preying Mantis.

Their *Mortal Kombat* performances have also been influenced in some ways by martial arts movies, especially those starring Bruce Lee.

"He totally dominated the film screen," says Pesina. "He was so intense compared to some of the martial artists today."

While Pesina now works at Midway as a video engineer, at the time they were contacted to try out for *Mortal Kombat*, both Pesina and Divizio were students at the American Academy Of Arts in Chicago, pursuing a career in, what else? Computer graphics.

"Carlos and I had graduated together," Divizio says. "I'm still pursuing a career in computer graphic imaging and design and graphics."

So how do you and your buddies get the chance to play characters in a video game like *Mortal Kombat II*?

Being martial arts experts is a definite plus, but growing up with another friend of yours being someone like *Mortal Kombat* co-creator John Tobias doesn't hurt either.

"We grew up with John Tobias, and he knew that we had done some stunts in the *Teenage Mutant Ninja Turtles* movie *Secret Of The Ooze Part II*," explains Divizio. "When it came time for him to do this game, he knew that he had some friends who knew martial arts, so he asked us if we'd like to videotape and have the people at Williams/Bally Midway take a look at us and see if we were good enough, and it all worked out."

Divizio appears as a foot soldier in Shredder's army in the flick, and after heading out to Los Angeles for a vacation, Pesina found himself as a stand-in in the third *Turtles* movie.

Both Pesina and Divizio have grown accustomed to seeing themselves as pixelated images in the game, but Pesina describes the first time watching himself as Rayden doing fatalities as "totally awesome."

"I could not believe it," Pesina recalls, "There are just certain moves that you can not do in martial arts, like a torpedo, [and seeing it] was a thrill."

"It's an experience," he continues, "seeing yourself in a fantasy-type role."

In spite of being used to watching themselves on screen, both Pesina and Divizio are still taken aback when recognized in everyday life. They have not, however, let their newfound fame go to their heads.

"Rich gets recognized more on the street than other characters," explains Pesina.

"It's not weird anymore to look at the game and say, 'Oh wow, that's me,'"



"I could not believe it," Pesina recalls. "There are just certain moves that you can not do in martial arts, like a torpedo, [and seeing it] was a thrill."

Divizio says, "I'm past that, but sometimes when I'm on the street [it feels strange]."

The first time Pesina was recognized was over the phone when a fan called and asked if he was indeed Rayden.

"Yeah, you can call Carlos Pesina at 1-900-Rayden!" Divizio jokes. (There is no phone-line to Rayden and none are planned.)

"I really can't remember how it [happened, but] it was just a nice feeling being noticed," Divizio recalls. "It's such a weird feeling how, just because you're somebody all of a sudden, how people treat you. [I'm] just like everyone else, but it's like if I met Michael Jordan or something ... it's different."

When compared to action-film stars of today, Pesina laughs about being the comparison, but with a *Mortal Kombat* movie on the way, Divizio is a little more reflective.

"I don't know if you can really compare it to that," he says. "I wish that we were recognized a little bit more as far as movies and things like [*Mortal Kombat*] coming up, but a lot of people probably still don't think that these are real people in the game. Maybe when we do more interviews and we're seen more, people will pick up on it."

"I had contacted the company that was making the movie so that I would be auditioned to be Kano six months to a year before they even cast Kano and then I'd seen that they had already cast [another actor]," Divizio continues, "so I was kind of ticked off that they already picked someone, and I didn't even have a chance to audition."

They were, however, invited as guests to the set of the *Mortal Kombat* movie by the film's producers. Although Pesina was too busy working at Midway to make the trip, Divizio managed to get out to see the sets and some of the filming.

"It was pretty cool," he says.

Movie stardom may not have welcomed the *Mortal Kombat* game cast as of yet, but in the meantime, with *Mortal Kombat III* on the way, fans of the game are glad to have them right where they are.



SEND 1 IN THE

**JAX AND SONJA LEAD
THE ATTACK IN US
SPECIAL FORCES**



TROOPS



BY JOE FIELDER

Every *Mortal Kombat* fan worth his or her salt knows that combatants Sonya Blade and Jackson "Jax" Briggs made their bones in the US Special Forces team.

This group of highly specialized government operatives take on challenges that no one else can, like the villainous Kano and his fellow scurvy dogs that comprise the Black Dragon Clan.

Little else is really known about the conflict the two groups are engaged in with all of the attention being focused on the *Mortal Kombat* tournament, but that is about to change.

Malibu Comics and writer/editor Mark Paniccia answer those questions this January with a two-issue *Mortal Kombat: US Special Forces* comic book mini-series.

The Top Secret details behind this series feature the US Special Forces team, led by Sonya and Jax, trying to clamp down on Black Dragon Clan illegal activities.

As the clan attempts to steal pieces of arcane ancient artifacts, the Special Forces team arrives and the two groups clash.

When some of the Black Dragons escape, they leave the Special Forces team with the mystery of just why the thieves were after these fragments in the first place.

"No one in the US Special Forces can figure out what they are," Paniccia tells. "The only thing the scientific team can do is carbon date them, and then the only thing they can tell is that they're very old."

The mystery begins to come together when it is realized that the artifacts are all part of an object that, once put together, will cause another dimensional breach.

"It's up the US Special Forces characters to stop this from happening," Paniccia adds.

Contrary to what you might think, that breach does not lead to the *Outworld*—it's much more frightening.

Look for some new faces to appear in the pages of *Mortal Kombat: Special Forces* as well. Five new operatives of Sonya's and Jax' team are introduced.

"We've actually got three very cool female characters—Vapor, Milika Stone and Sylence," reveals Paniccia. "They're ninjatype characters."

"We couldn't super-power them up," explains Paniccia, "because they're not supposed to be superheroes, they're just supposed to be highly-specialized agents—but they're very reminiscent and true to the spirit of *Mortal Kombat*."

Rounding out the ranks of this skillful team are the powerhouse Torque and the adventurous Cody.

Though the series was originally planned as a one-shot, Malibu decided the fans needed even more.

"We wanted to have two *Mortal Kombat* products out for February [along with the new *Mortal Kombat: Battlewave* series]. It does very well for us, and the whole reason we ended up putting *Special Forces* on schedule was because we didn't want to give the readers a break from *Mortal Kombat*. We wanted to keep the action going, and we weren't ready to start the second series until a month afterwards."

With the finest-trained warriors in the United States, US Special Forces agents are sure to kick up sparks when confronting Kano and his cronies. And don't be surprised if this isn't the last you see of the team that spit forth such bone-shattering operatives as Jax and Sonya Blade into future *Mortal Kombat* Tournaments.



Lost

in the

TRANSLATION

THE HIT
COMES
HOME PT.3

by PERRY RODGERS



I think that I have discovered the root of the problem; that is, the reason parents and educators have so much concern regarding the Mortal Kombat phenomenon.

Violence?

No.

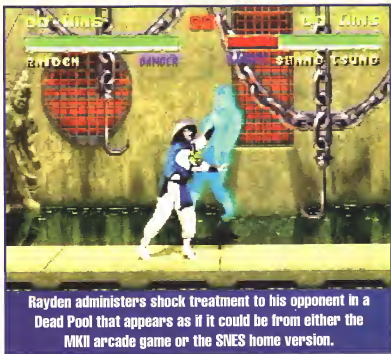
Time that could be better spent looking for some guy named Waldo?

Definitely not.

I have come to the conclusion that they are concerned about the influence the game will have directly affecting verbal SAT scores and in the future, to the entire English language when Generation X grows up and imposes revisions to Webster's dictionary. Kan't



It's arcade quality for Christmas as Baraka and Reptile mix it up on the SNES home version.



Rayden administers shock treatment to his opponent in a Dead Pool that appears as if it could be from either the MKII arcade game or the SNES home version.

you see it coming? Are you not concerned? Literary Kancer, I tell ya!

Slowly, the rules of grammar will change. Teachers of the future, weaned on Mortal Kombat, will preach, "I before E except after C, and a K for a C whenever you please."

Jiminy Kristmas! No wonder they're worried!

Speaking of Christmas (smooth segue, eh?), Team Kombat at Sculptured Software spent countless hours in '94 working diligently to put the wraps on Mortal Kombat II to ensure that it made it to store shelves in time for the holiday season.

Mortal Kombat II is not much different than most games as far as development is concerned—90 percent of the work is seemingly in the last 10 percent of the development cycle. This can usually be based on a variety of reasons ranging from unrealistic scheduling at the beginning of the project that did not allow for various hitches along the way to requests by the publisher and/or developer to include something in the game that

wasn't originally anticipated.

Most likely, however, it is simply a case of the publisher and developer wanting to continue to improve the code (make it run faster, improve artificial intelligence), and improve the art, sound and music up until the very last minute. As the deadline drew closer, the team worked faster and longer to try to squeeze everything they'd come up with into the game.

No doubt that by this time in the development process, there was also quite an emotional attachment to the game as you might expect after months of devoted attention, so programmers wanted it to be the best it can be.

That stage of development also brings the proverbial proof to the pudding. Had the team, especially programmers, avoided difficult, perhaps game-critical, tasks along the way such that coding them at this point could prove disastrous? Had the programmers written "flexible" codes such that the game could be easily tuned, that the imminent 11th hour changes requested by the publisher can be made, and bugs found during testing can be fixed?

For Team Kombat it was a very stressful time of development. It was also the time when the team members'



Team Kombat at Sculptured Software spent countless hours in '94 working diligently to put the wraps on Mortal Kombat II to ensure that it made it to store shelves in time for the Christmas shopping season



emotional attachment to the game became most evident. For the programmers, the game is an expansion of their passion for programming. Such passion was undoubtedly necessary to sustain the relentless pressure from Acclaim and Sculptured management to get the project done on time, not to mention a recurring problem ...

the entire 24-Bit Mbit cartridge memory space was full and there were still tasks to accomplish. Mind you, it wasn't a simple task to include every piece of art, every character animation, every sound



Christmas and the SNES MKII wouldn't be the same without a little Sub-Zero snow.

and every nuance of the seemingly memory sapping arcade game into a relatively small 24-Mbit cart. Even with the most careful planning, memory was bound to be tight at the end since the team had been diligent in truly re-creating the arcade experience. There were times when there were as few as 30 bytes of the 3 million bytes free. Yet instead of axing one of Baraka's animation frames and making the animation look jumpy, the programmers took steps to save or juggle memory. At least five different compression techniques were tried, and the programmers would study their code and rewrite a simple subroutine if it could save them a byte here or there. This was truly tedious work but was also some of the most important work of the project.

While the programmers were racing to the finish line, the artists and musicians did what they could to save memory. If an artist could find one part of one animation sequence frame that was similar to a part of another frame, using the same part for both can save a considerable amount of energy. Similarly, if a musician could sample a sound effect a bit more efficiently without losing significant quality, memory would be saved.

As mentioned, Acclaim began to fuel the fire beneath the Sculptured engine. The producer at Acclaim realized there was a trade off between improving the quality of the game, a task that could never really be called done, and time. Every day that the game slipped from the original schedule, the greater the risk that the game would not make it to store shelves in time for Christmas. The producer had to allow time for the programmers to fix any problems that might occur while adding some last-minute changes to the code, for final testing of the changes, time for Nintendo's and Sega's approval and

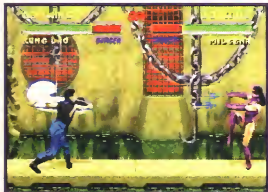
time to resubmit should either reject the submitted code. Of course, ample time for manufacturing and delivery to retail stores is also a major consideration that makes the deadline all the more tense.

Meanwhile, Vince Bracken, testing department head at Sculptured, received the first submission of the code from Jeff Peters, project manager at Sculptured, for his group to begin testing. Vince had a very significant, though often under-praised, position at Sculptured. His department was responsible for thoroughly testing the game. There were several full-time testers in the department, but temporary help is hired in the summer when most of the games will be finishing up for Christmas. This is convenient as avid game players were out of school and looking for summer jobs, and this past summer proved quite appetizing for those testers. As most of the testers had spent ample time in the arcade playing MKII, they were able to critique the game well and lend the expertise toward improving the game, finding bugs and significant differences from the arcade version. It was important that the testers had not much experience playing the SNES version of the game to date so that they could offer an objective and fresh view of the game. By that point the project managers and programmers were too familiar with the product to offer much valuable input. The programmers were better off winding down and getting some rest so that they could fix the bugs as tests reported them.

Concurrently, the approval kitchen was becoming crowded with chefs. Besides meeting Sculptured's high internal standards, Acclaim and WMS had to approve the game.

June 29, two days before the "drop dead" date to make the Christmas season, the game was deemed ready to submit to Nintendo. ROMs, submission forms and videotapes were finally sent to Nintendo. But it wasn't just "sit back and wait" for Team Kombat. They continued to test and tweak the game in the event that there might be some obscure bug in the game that Nintendo would reject it for. If Nintendo came up with something, Team Kombat would have spent their time wisely in that they might have already found the bug or otherwise improved the game and be ready to resubmit without delay.

The light at the end of the tunnel was shining brighter on this day in June. It was a red light, perhaps that of Rudolph, checking to see if the sleigh would be a bit heavier that Christmas season. And it appeared that it would.



The SNES-rendered twosome of Kung Lao and Kitana exchange their special MKII Christmas presents.

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FATALITIES,
BABALITIES
AND ALL
THE RIGHT
MOVES!

MILEENA™

REPTILE™



MILE

Mileena and her twin sister Kitana were two of Shao Kahn's most feared assassins, both swearing their loyalty to the powerful Kahn. However, there has recently been reason to doubt Kitana—she's been suspected of several clandestine meetings, and those in power are beginning to worry, so Mileena has been asked to “keep an eye” on her beloved sister.

MILEENA™

TM

Should Kitana learn too much or make any overtly hostile gestures, Mileena's sais will end her life. Meanwhile, both sisters have been sent into the fields of Mortal Kombat, picking off the Earthly warriors one by one on the tournament grounds.

Mileena is an acrobatic fighter, capable of dynamic flying kicks or a vicious tumbling roll. Her incredible sais can pierce any armor on a run-away path to her victim's heart. She loves to bring her victims to the edge of oblivion, then dispense of them with machine-gun blows from her sais. Other times, she'll simply devour her foe, spitting his stripped bones into a pile on the floor. Either way, she will show not a shred of mercy in spite of her beauty.

Shao Kahn is worried that Kitana will learn her true origins, but if Kitana is not what she seems, Mileena is much worse. Shang Tsung watches it all with a smile, confident that a plan he set in motion years ago will soon see fruition. Mileena, however, is nobody's puppet, and has her own plans for the Outworld!

While Kitana sneaks off to her secret meetings, Mileena has enjoyed many a rendezvous with a secret lover, one with his own ambition, and Mileena is very involved.

However, if Mileena should succeed in dispensing of the Earth fighters and if she eliminates her treacherous sister, Kahn must not feel too safe or he will surely feel the sting of Mileena's sais.



MILEENA REVEALED!

COLOR:	Purple
QUOTE:	Step Aside
MOVE:	Sai Pummel
FATALITY	Man Eater
FOE:	Kitana
MOVIE:	Trilogy of Terror
COMICS:	Vampirella
ACTRESS:	Karen Black
FOOD:	Spare Ribs

WHAT'S ON HER MIND?

It's very important to brush your teeth and floss regularly to prevent tooth decay.





An easy fatality to come across by accident, just walk up close and do the pummel motions.

SAI PUMMEL



Walk up next to your opponent and reveal Mileena's true carnivorous nature.



MAN EATER

MILEENA'S DAZZLING APPEARANCE CONCEALS HIDEOUS INTENTIONS



LOW ROLL

Tap back twice, down and then press high kick to bowl her over.



SAI SHOT

Hold down high punch for 2 seconds and release for a quick shot.



DROP KICK

Tap forward twice and press low kick to drop on foes from above.

BASIC MOVES



DEFENSIVE SAI SHOT



This quick, three-hit combo will deter people from jumping in at this gal. Use a standing low punch to knock them out of the air while holding high punch to charge the Sai Shot. After bouncing opponents up with the punch, jump after them with a



kick and quickly release the high punch as the kick connects. The Sai Shot will blend into the kick animation for a quick one-two hit. The kick and Sai Shot combo can be used in several other situations as well, but it makes for a great finish to this defense.

THE "PITS"



Just like Kitana's motion, you tap forward, down and forward, but the difference is that you use the low kick for her pit. This motion can be rolled almost like a slow dragon punch, but it's more effective if you tap it out.



The universal Dead Pool pit is performed the same for all characters. Hold low punch and low kick, and then jump in close to your opponent. Press down and high punch for the uppercut.



FRIENDSHIP



BABALITY



AT SHAO KAHN'S REQUEST, SHE'S ASKED TO WATCH HER TWIN'S...

HOP KICK-SAI SHOT



The Sai Shot is one of the rare special moves that aborts the previous animation and blends the previous move into it. Due to this skill, you can easily do a



jump kick into the Sai Shot. However, the special nature of this move allows for a very tough but interesting combo. From up close, you can hop kick your



opponent and get the Sai Shot off to totally take him by surprise if he gets too close. The Sai Shot is also the fastest projectile and can pin opponents down.

DOUBLE HOP KICK



All characters can do this double kick that was held over from the original Mortal Kombat. The Ninjas have the easiest time completing the maneuver, but



everyone is not as lucky. The trick is to jump in with a really deep jump kick without kicking too early. If you hit your foe late and deep enough, you'll land



before he falls and have time to perform another quick hop kick. This is a pretty damaging two-hit combination, and it looks really cool as well.

SUSPECTED DISSENSION. SHE MUST STOP IT AT ANY COST.

BASIC CORNER TRAP



This is a pretty simple corner trap combo that must be done on the far side of the screen. Jump at your opponent and do a deep kick; as they bounce up, do a



standing high punch to keep your adversary juggling in the air. As you connect the punch, tap back to prepare the Roll and complete the motion to bowl them over for



three hits. The punch in the middle adds class to the move. The basic jump kick can be combined with a Roll anywhere for an easy, two-hit combo!

CORNER COMBO



Here comes the tricky part! After the above three hits, you can chain together this combo for massive damage. Once again



your foe must be at the far wall. After a Roll in the corner, quickly jump toward them for a hop kick. You have to be holding down



high punch to charge the Sai Shot. Timing the jump kick is tough, but if you get it, release HP to add the Sai Shot for 5 hits!



GAME OVER

An evil clone of Kitana, she was created by Shang Tsung. She wins the tournament and goes on to conquer the land with Baraka as her king.



ONCE THOUGHT TO BE KITANA'S TWIN SISTER, MILEENA IS ACTUALLY A GROTESQUE CLONE CREATED BY SHANG TSUNG.

WITH SHAO KAHN SUSPICIOUS OF KITANA'S MOTIVES, MILEENA SEIZES THE OPPORTUNITY TO ATTACK KAHN AND HIS MINIONS.



OFF GUARD THEY ARE NO MATCH FOR MILEENA'S SPEED. SHE WINS THE TOURNAMENT AND TOGETHER WITH HER SECRET COMPANION, BARAKA THEY RULE THE WORLD AS KING AND QUEEN.



RAY

.....

Shang Tsung's treacherous quest for power did not go unnoticed by the elder gods. Watching from on high, they knew that should Shao Kahn's followers succeed in his plot, the balances of power would be disrupted forever. The end result could be the destruction of reality.

Tsung's rights of challenge meant that the elder gods could not prevent Mortal Kombat...

DENI

TM

However, Tsung's ego was so immense that he challenged a deity to join the Kombat-Rayden, god of thunder! At first Rayden's status prevented him from participating, but he has taken a great interest in this round of Mortal Kombat. Tsung may have the right to challenge these Earthly warriors, but Rayden will ensure that the Kombat is fair.

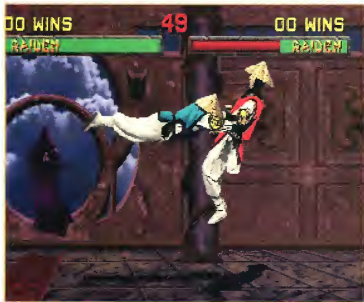
More than once, Rayden has stepped in to safeguard Earth's fighters from Tsung's treachery, whisking them from the hands of Goro or out of an Outworld dungeon, so he looks down at Rayden with complete disdain. Tsung is certain that, in the end, Rayden will join with the human warriors—and fall.

As the god of thunder, Rayden can

employ the power of the storm in any battle. The winds of the hurricane can also fling Rayden into a headlong charge.

Tremendous bolts of lightning will arc from his mighty fists, and his touch will send millions of volts through a defenseless body. With the speed of a thunderbolt, Rayden will close in on his foe in a heartbeat, then deliver his mighty blow.

Rayden has descended from the skies to enter Mortal Kombat, and he bears a warning: "Now is the time of the wind and the rain and the fury. Now is the time for the final storm, when evil is vanquished and gods walk the Earth once more. Men call me Rayden. And you would do well not to cross Rayden this day."



RAYDEN REVEALED!

COLOR:	Platinum
QUOTE:	I strike quite a bit more than twice.
MOVE:	Torpedo
FATALITY	Shock Treatment
FOE:	Shang Tsung
MOVIE:	Big Trouble In Little China
COMICS:	The Mighty Thor (The Simonson run especially)
ACTOR:	Kurt Russell
FOOD:	California Maki

WHAT'S ON HIS MIND?

Goodness gracious, I sure hope the other gods don't mock my hat-hair.



A simple charge fatality that makes your opponent go to pieces from a super uppercut.



EXPLODING UPPER

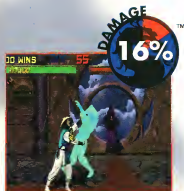


The only other two-part fatality. Charge low kick then tap both buttons.



SHOCK TREATMENT

THE THUNDER GOD REALIZES THE GRIM INTENTIONS OF SHAO KAHN



ELECTRIC SHOCK

Charge and release high punch for two seconds to fry them.



LIGHTNING

Roll down to forward and press low punch to be just like a thunder god.



TORPEDO

Tap back twice and forward, on the ground or in the air.

BASIC MOVES



KICK - ONE TWO



From a deep jump kick you have two options; the first is easier to do. After you jump toward them, tap back. After the kick connects, press forward to blend the Torpedo into a kick. The other option is to do a deep jump kick



with the joystick in the down position. After the kick, roll the stick forward and press low punch for the Lightning. The timing for the Lightning combo is a lot harder than the Torpedo but may be impressive to look at.

THE "PITS"



A very simple move that will knock opponents to their deaths. Just tap up three times and press high punch. You must hold block while tapping up, so you don't jump in the air. Be sure to release it when you hit the high punch.



The universal Dead Pool pit is performed the same for all characters. Hold low punch and low kick, and then jump in close. Press down and high punch for the uppercut.



FRIENDSHIP



BABALITY

AFTER WARNING THE REMAINING MEMBERS OF THE TOURNAMENT

ELECTRIC TRIPLE



There are a lot of easier things you can do after an Electrocut, but this combo has a lot of style and does a good amount of damage. After



you shock them, do a few standing high punches to bounce them up in the air. As they juggle about, tap back twice and then forward as they're about to land



to catch them with the Torpedo. It is possible to do a jump kick after the punches and then the Torpedo, though it's very hard to get off.

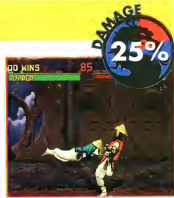
DEFENSIVE COMBOS



As a defensive measure you have two choices; the first is a bit harder but looks quite cool to do. When an opponent jumps in, do one or two standing high



punches to bounce them up in the air. As they fall back roll the motion for the Lightning and press low punch to catch them in a quirky high strike shown



above. For an easier but less impressive time, after the high punches just do a Torpedo to catch them as they fall away to the ground.

RAYDEN DISAPPEARS, BELIEVED TO HAVE VENTURED TO THE OUTWORLD

CORNER TRAP COMBO



Do this combo on a player who is trapped against the far wall. Jump in with a deep jump kick and as they bounce up press high punch to do a standing jab.



As they recoil from the punch, roll the joystick for the Lightning motion and press low punch to catch them as they bounce off the invisible end wall. You can



try for a Torpedo after the punch. However, the Lightning looks quite a bit better and the Torpedo, if missed, will leave you against the corner, vulnerable.

DEEP KICK COMBO



Like the other combo, Rayden can pull off a double hop kick if the first is deep enough. The key is to hit the kick button late as



your character almost overlaps your opponent. If you are deep enough and hit the button late, you'll still be able to kick him



and land before he does. After you land, jump at your opponent with a quick hop kick for a damaging two-hit combo.



GAME OVER

Raiden enters the tournament and ends the treacherous plans to unbalance the furies of the Earth realm. After his victory he destroys the gate to the Outworld, thus sealing it off.



FAMILIAR WITH SHANG TSUNG'S LIES AND SHAO KAHN'S BRUTALITY--RAIDEN ACCEPTS THEIR CHALLENGE TO COMPETE IN AN OUTWORLD TOURNAMENT. HE IS WELL AWARE OF THEIR SCHEME TO UNBALANCE THE FURIES AND INVADE THE EARTH REALM. RAIDEN VOWS TO USE ALL HIS MIGHT TO END THEIR TRECHERY.



WINNING THE TOURNAMENT RAIDEN DESTROYS SHAO KAHN AND ALL HIS MINIONS. HE ALSO DESTROYS THE DIMENSIONAL GATES WHICH WOULD HAVE BEEN THEIR PASSAGEWAY TO THE EARTH REALM.



REP

.....

In the original Mortal Kombat, Reptile was skulking in the shadows. He watched the warriors battle each other with great interest and even saw fit to battle a few himself. All the while, he scouted them out for Shang Tsung and Shao Kahn.

Now that knowledge is being put to use.

Reptile stays close to Shang Tsung, lingering invisibly on the scene.

REPTILE™

If anyone dares to threaten the sorcerer, Reptile will lash out.

Reptile is descended from a reptilian race that was thought long extinct in the Outworld. Though he disguises himself as a ninja, Reptile retains all the powers of his race. An acidic venom is characteristic of his breed, and he can spit it with great range and accuracy. He can also slither across the ground with amazing speed to strike. The camouflage talent that enabled his ancestors to survive has evolved into a total invisibility, allowing Reptile to disappear from sight. He can fire a bolt of energy which does little true damage, but it throws its target for a loop, allowing Reptile more than enough time for a lethal strike. When the battle is won,

Reptile's tongue will devour his enemy's skull as a victory supper.

Like all of Shao Kahn's minions, Reptile has his own secrets. He has been Shang Tsung's faithful servant, but now he's learned what Tsung really plans for the Outworld. Should Tsung or Shao Kahn come to power, Reptile's race would become slaves, forced to serve those unholy masters. Despite his loyalty to Tsung, his loyalty to his people is much greater. He will serve—for now. He will slaughter the humans with precision and devotion and dote on his master's every word. His time will come, however, and Reptile's venom will strike at Shang Tsung and Shao Kahn. One way or another, Reptile's people will remain free.



REPTILE REVEALED!

COLOR: Green
QUOTE: Tasty!
MOVE: Acid Spit
FATALITY: Tongue Lash
FOE: Scorpion
TV SHOW: V

COMICS: Savage Dragon

ACTOR: Robert England

FOOD: Flies

WHAT'S ON HIS MIND?

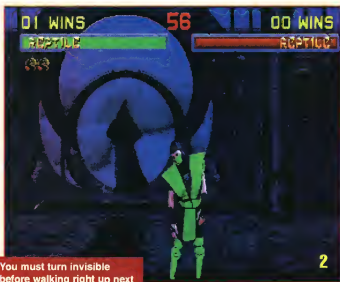
Could anyone recommend a good skin lotion with aloe for my scaly skin?





Make sure you're a jump kick distance away and tap out the moves to feed the hungry Reptile.

TONGUE LASH



You must turn invisible before walking right up next to foes to slice and dice.

INVISIO SLICE



SHANG TSUNG'S PERSONAL PROTECTOR, REPTILE LURKS



ENERGY BALL

Tap back twice and press both punch buttons for the energy ball.



INVISIBILITY

Hold block, push up twice, down and release block to tap HP.



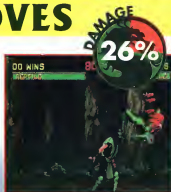
ACID SPIT

Tap forward twice and press high punch for a quick spit.

BASIC MOVES



KICK & SPIT/SLIDE



From a deep jump kick, you can do two different combos. After the kick first connects, start tapping forward. Once your feet touch the ground, press high punch to do the Acid Spit. An easier option is to do the kick and immediately pull down and



press low punch, block and low kick together to go into a Power Slide. The Kick-Slide combo takes less timing than the Acid Spit and is easier to surprise opponents with. If the kick is not deep enough, your foe can block it unless he expects the Slide.

THE "PITS"



His Pit move has four joystick motions, but they are two consecutive moves. Tap down twice, forward twice, and press block. This is the same Pit move as the other ninjas, and it is easy to do. Try this when you're invisible.



The universal Dead Pool pit is performed the same for all characters. Hold low punch and low kick, and jump in close to your opponent. Press down and high punch for the uppercut.



FRIENDSHIP



BABALITY



...IN THE SHADOWS STOPPING ALL THOSE WHO WOULD DO HIM HARM!

DEFENSIVE JUGGLE



Reptile has a simple defensive combination. Since none of his special moves can be chained with an aerial assault, he can only perform a single move on a



foe in the air. When a player is foolish enough to jump in on him, do one or two quick standing high punches followed by a devastating jump kick. After the



high punches, you can do a nasty Acid Spit or a Power Slide (as described in the first combo) but these do a lot less damage than a jump kick.

DEFENSIVE ONE-TWO



This is a classy-looking combo that really doesn't do much more damage than a simple uppercut after the Energy Ball, but it does look cool when you pull it off



successfully. If your opponent falls for the Energy Ball, step in a bit and do one or two standing high punches to bounce him up and keep him in the air. Follow



this up with a hop kick to sneak in the extra hit. You could also try to throw in a slide at the end, but it can be easily blocked if the other player is ready for it.

HIS HUMAN FORM IS BELIEVED TO DISGUISE A HORRID CREATURE!

CORNER ROUNDHOUSE



Try this tricky ninja corner combination. The other player must be at the far wall for it to work. This seems to be possible for all of the ninjas. The key to it is to



jump deep but very low toward your opponent's feet. If you jump correctly, you'll be able to do a roundhouse kick after they bounce off the invisible wall.



After the first kick, you can do another one immediately after it if you time it right and the initial kick is low enough. It is hard to do, but it does a lot of damage.

CORNER JUGGLE



If your opponent is trapped against the far wall, try this juggling corner combo. Jump in with a deep jump kick and imme-



diately crouch down and do two low jabs. This will keep them in the air. As an extra hit, you can stand back up and do a high



punch to keep the juggle going. When you're done bouncing him around, use an uppercut to finish and add heavy damage.

GAME OVER

As Shang Tsung's bodyguard and pawn, Reptile learns of his master's fate for his race. He breaks his alliance to free his race to live a peaceful existence.



REPTILE HAS ALWAYS LOYALLY SERVED AS SHANG TSUNG'S PROTECTOR—WHILE MAINTAINING A VERY LOW PROFILE IN THE FIRST TOURNAMENT HE DISCOVERED TSUNG'S PLOT TO FORCE THE REMAINING MEMBERS OF HIS NEAR EXTINGUISHED RACE INTO SLAVERY UNDER SHAO KAHN'S RULE. REPTILE THEN DEVISES A PLAN OF HIS OWN.



HE ENTERS THE OUTWORLD TOURNAMENT, DEFEATS SHAO KAHN AND TURNS AGAINST SHANG TSUNG, ENDING HIS MASTER'S SCHEME. NOW HIS RACE CAN LIVE ON IN THEIR OWN PEACEFUL EXISTENCE.

HOW TO BEAT



When Kintaro jumps in the air, he is open for a quick uppercut.



A steady stream of Mizuno's Sai Shots keep Kintaro at bay.



When he's in the corner, pin Kintaro to the wall with jabs.



After any hit, slide in on the beast for an extra shot.

KINTARO

Even a warrior race will mourn the loss of its young. When Goro perished in the grand finale of the original *Mortal Kombat*, his father sought revenge. When that father is Gorbak, king of Kuatan, this becomes an undertaking the entire society will support.

When Gorbak learned that a cadre of Outworld warriors were being deployed to the Earth realm, he demanded that a Kuatan warrior be involved. Kintaro stepped forward. The leonine creature would probably be a match for even the mighty Goro, bearing not only the strength of the Kuatan fighters but also the prowess of a lion king.

Accompanying Shao Kahn's other warriors to the Earth realm, Kintaro immediately rejoiced in the havoc he could wreak on our world. Kintaro alone nearly held five Kombarants at a standstill, and had Rayden not intervened, the humans would be in deep trouble.

Should any of Earth's champions fight their way through *Mortal Kombat*, they will find themselves at the mercy of Kintaro. Round after round of terrible battle, after being beaten, bruised and worn down in fight after fight, they will find themselves facing a monster three times their size across the tour-



namment court. They'll have to stare into those yellow eyes which have never known fear and try to present a brave front while the beast snarls and roars.

Afraid to approach? Kintaro will start with blazing fireballs to hail upon you, then leap immense distances to crush you. His four long arms can deliver uppercuts that will send any man reeling. There is no affection of any sort when Kintaro's four arms wrap his prey in a deadly embrace.

Shao Kahn has reason to doubt his other minions, but never Kintaro. Kintaro has no ambitions except to perform his king's will—and his king's will is to avenge Goro's death. Somebody must die at Kintaro's hands. Anyone will do.

KINTARO



Jax is pretty successful against ol' tiger face. First, use a Gotcha' Grab to hit him. As soon as Kintaro breaks free, he will unload with a fireball. Jump over it, then kick him in the head.

Kitana's Curse

With the evil Kano tied up as a hostage in the background and the infinitely more formidable Shao Kahn seated regally in the background, Kintaro intends to please his master as he traps in for the kill.

In fact, for the majority of gamers, although Kintaro is the second to the last combatant to face, he is often the most difficult to conquer.

Of all the musclebound fighters, however, Kitana seems to be the best bet to take his mistress, Kintaro, down for the count.

Either her deadly fans make her the most well-equipped to slay off his ferocious four-armed attacks, or her heady simply solves up the beast.

Patience is the key as you wait for Kintaro to walk into her Ways Raise, and then surprise him with an air combination.

If he is not surprised, he'll stop short, forcing you to jump kick over his headed fireball.



LET THE G



AMES BEGIN!

The Mortal Kombat Tournament Edition Comic Book

by Joe Fielder

The monster is coming to get you. In fact, it's sneaking up behind you right now.

What is it?

"It's a 64-page special battle edition of *Mortal Kombat*," beams writer Charles Marshall. "[It's] the culmination of the *Mortal Kombat: Blood & Thunder* storyline and the Goro, *Prince Of Pain* miniseries. [They] all lead into this

one blockbuster finale, and we're really having some fun with it.

"It boils down to the very essence of *Mortal Kombat*: one group against the other in one-on-one competition.

This culmination of power is one of the first ideas Malibu Comics decided on when originally planning out *Mortal Kombat* comics, and it's what the *Blood and Thunder* and Goro storylines have been building toward.

In the *Mortal Kombat: Blood & Thunder* storyline, the unthinkable has happened—the generations-old tournament has been postponed.

The evil sorcerer, Shang Tsung, has recently uncovered one of the last Books Of Power, the Tao Te Zahn, which after seven riddles provides the recipient with every *Mortal Kombat* skill imaginable.

Tsung has set upon mastering the tome's secrets when Kano manages to sneak it away. Chaos ensues and characters find themselves scattered about the *Mortal Kombat* universe, attempting to uncover the

book for themselves.

In the *Mortal Kombat: Tournament Edition*, these seven riddles are finally answered. The book opens and one member of the MK cast receives all the powers imaginable.

"It's pretty unexpected who winds up with [the powers]," says Panicia. "I won't tip our hand right now, but it turns out pretty wild, and then they just go nuts—it's just all out battle."

Did someone just say battle?

When you hear the word "battle" in regard to *Mortal Kombat* comics, the mighty Goro can't be too far behind, and he shows up just in time to get in on the all-out madness.

"He'll make his return from his own miniseries for the first time in several issues," Marshall says, "and it'll be (as always with Goro) spectacular."

Not as many elements will lead into the *Tournament Edition* from the Goro miniseries as there will be from *Mortal Kombat: Blood & Thunder*, but the four-armed prince is back with a vengeance.

"It's more self-contained than the *Blood & Thunder* storyline [which] actually carries on right into it," explains Marshall. "At the end of *Mortal Kombat: Blood & Thunder* #6, the last page has all the characters brought into one room together for the first time, and what happens after that is what would naturally happen if you got all of these characters together—they all spread out and go after it.

"It's what *Mortal Kombat* really is," says Marshall, "two characters squaring off against each

other. It also tries to say something extra about some of the characters. I really enjoyed that aspect of the battle edition. We tried to pit the original characters from *Mortal Kombat* against the MKII characters, which hasn't been done."





"It's what Mortal Kombat really is," says Marshall, "two characters squaring off against each other."

— Charles Marshall

Matching up characters from Mortal Kombat against those found exclusively in Mortal Kombat II has been one of the most intriguing aspects of the book.

"Kittana and Scorpion was a match-up that worked out really nice—[as did] Sub-Zero and Jax," Marshall reveals. "Baraka and Johnny Cage was a nice little match-up too, because Baraka is just such a fun character—Cage played off of him nicely. There'll be some interesting match-ups."

It's not just the physical match-ups that have made Tournament Edition fun to work with either, but character attitudes toward one another as well.

"It's one of those projects where it all just kind of fell into place," Marshall continues. "I liked how all of these characters act differently around each other. It's fun exploring how they react [and] interact, and within that, to try to give a little bit of extra insights or information about the characters that you possibly wouldn't get playing the game."

Patrick Rolo's artwork for the *Tournament Edition* is some of his best work to date.

"We got to give Patrick Rolo some room to really show what he can do," boasts Marshall.

"It's a beautiful book," gushes Panicia.

"Patrick Rolo is perfect for *Mortal Kombat*. Looking at the penciled pages... they were just so beautiful when we got them and so action packed. He's one of those artists that if you look away you feel like you're going to get kicked by one of the feet coming out of the panel."

So far, both editor and writer are keeping the issue's major surprises under wraps, but there are certain things that astute fans may be able to guess about this climactic issue.

"I don't want to give too much away," says Panicia, "because I don't want the kids to have all the surprises removed from it, but obviously you're not going to have anybody major die, because we really can't kill any of the characters, but they don't have the personalities with the games. To see Kano go face to face with Baraka and hear what kind of dialogue [is exchanged] helps [the characters] come to life a little bit more than when you're just playing the game and you have fists and feet flying."

While *Tournament Edition* wraps up the first Mortal Kombat storyline, it is not the end for this popular series.

Working with Mortal Kombat creators Ed

Boon and John Tobias as well as the producer, Larry Katanoff, of the upcoming Mortal Kombat movie, storylines keep evolving. Plans call for *Mortal Kombat: Battleware* to begin in February, with secret characters making possible appearances—perhaps even MKIII characters.



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HMK28

It's in the Kards

**Can Mortal
Kombat II
Trading
Cards
improve
your game?**



He who has the best-laid plan of attack when it's time to do battle is always the victor. That seems like a simple recipe for success, but compiling that plan takes research. You have to know not only your opponents' strengths and weaknesses, but your own skills and limitations as well. A superior plan of attack is vital to emerging victorious.

For Mortal Kombat II kombatants, the information you need to survive and thrive in the Outworld has just been made easier to find. At your fingertips lies everything you need to know in eight-card packs of Mortal Kombat II trading cards from Classic Games.

Combining the non-sports card craze with the Mortal Kombat II phenomenon that has swept the country, the card fronts picture a devastating move, while the backs reveal how you can make that move on either a Game Boy, Sega Genesis or Super NES systems.

While Classic's set of Mortal Kombat cards from the first game features 100 cards and similar strategies (and sells for \$10-12 per set), the MK II set is

made up of 80 cards (eight cards per pack, 48 packs per box) and divided into the key strongmen—and women—of the game: Baraka, Kung Lao, Kitana, Mileena, Scorpion, Rayden, Johnny Cage, Jax, Liu Kang, Reptile, Shang Tsung and Sub-Zero.

However, in addition to the regular cards in the set, the series also features seven sub-sets, broken down into special moves by each fighter, called chase card sets that are much more difficult to assemble and much more valuable to collectors.

The first chase set, 25 cards in all, is entitled "Finishing Moves" and shows players how to finally do away with their opponents with moves like Rayden's Shock Treatment and Sub-Zero's Ice Grenade. The odds of finding a Finishing Moves card is one per 48 packs.

Learn how to make babies out of all Mortal Kombatants on both the SNES & Genesis game systems.



Babality and Friendship—the two new options on MK II that reduce your opponent to an infant or allow you to befriend a foe respectively—comprise the next two chase sets. Both contain 12 cards, though the Friendship cards can be found in one of every 24 packs, while Babality cards are packed one per 12 packs.

The next three chase sets are the eight-card Spikes set and the 12-card Pit II and Dead Pool sets. Spikes and

Dead Pool cards are packed one per 48 packs, while Spikes and Pit II cards are found in one of every 24 packs.

The most difficult chase card set to find is logically the one that features MK II's most elusive fighters—Jade, Smoke, Noob Saibot, Kintaro and Shao Khan. Entitled "Elite," the chances of finding all five cards is one set per 384 packs.

While most collectors of these cards originally use them as a tool to improve their games, they have quietly become a true collector's item. They're called "chase cards" for a reason, and die-hard fans have been more than ready to hunt down every single rare card.

An 80-card set of Mortal Kombat II cards is selling for between \$10-15, while the chase cards are sometimes worth \$5-10 for each card. Since the Elite five-card subset is even more rare than the other chase cards, these cards have been selling for between \$10-15 each.

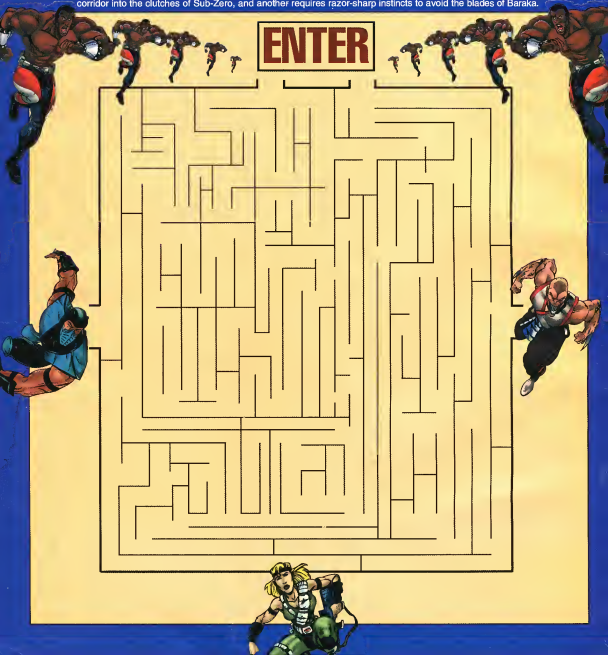
Now collectors can learn the facts behind every single Mortal Kombat II move currently known to man, as well as the mightiest foes a kombatant can face. These cards will help prepare you, now it's up to you. Get ready ... and "Test Your Might!"

Classic Cards' Mortal Kombat II series teaches gamers how to execute every move currently known to man!



JAX A-MAZE-ING RESCUE

Guide Special Forces Agent Jackson "Jax" Briggs through this Outworld labyrinth to rescue his fallen partner, Sonya Blade. Be careful where you enter and where you end up, because evil surrounds you! The wrong path will send you sliding down an icy corridor into the clutches of Sub-Zero, and another requires razor-sharp instincts to avoid the blades of Baraka.



RAYDEN'S NAME RAIN

Rayden may see all and know all, but he's not exactly the most eager god to share his knowledge with everyone. One of his traits is to guide mortals like you with subtle hints to achieve your goal.

In this puzzle, the god of thunder has revealed portions of the names of 13 Mortal Kombat II characters. Although the names are not completely spelled out for you, there are enough hints to uncover the missing names—if you are worthy enough.

Completing one name will lead to clues for another until all of your opponents have been revealed. Be cautious, however, because some of the names are not obvious to anyone except the greatest Mortal Kombat champions.

The answers are at the bottom of the page.



Clue #1:
Hats off to the King of the Outworld for his snazzy cranial cover!

Clue #2:
Whose side are you on as you wait to take your Kombat lumps?

Kano's always fond of altering perceptions, and his latest puzzle is the toughest one yet. Putting down the paintbrush and picking up the camera, Kano stalked the Midway offices in Chicago where Mortal Kombat II was created.

As usual, the dastardly villain simply refuses to show anyone the pictures he took without distorting them so much that only the most die-hard gamers would be able to decipher the photos he snapped.

See if you can make out the extreme close-ups at the left that Kano submitted this month with the clues provided!

Answers and the full pictures appear below.

KANO'S KOMBAT KORNER



ANSWERS: 1. KITANA 2. MILLENA 3. JAX 4. RAYDEN 5. (DOWN) KINTARO 6. (ACROSS) KUNG LAO 6. SUB-ZERO 7. BARAKA 8. CAGE 9. LIU KANG 10. NOOB SAIBOT 11. REPTILE 12. JADE • Kano's Korner: 1. Shao Kahn's Helmet 2. Side of MK II Game

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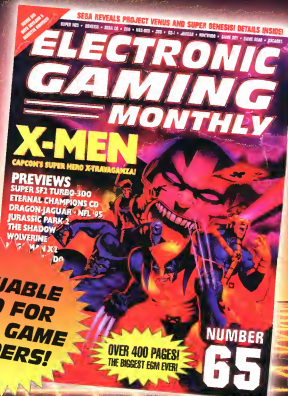
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